



# Castle Master



*also featuring*

◯ **The Crypt** ◯

— CASTLE MASTER II —





*and*

# The Crypt

CASTLE MASTER II

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## INTRODUCTION

### CASTLE MASTER

High in one tower of Castle Eternity, time seeps away for your captive twin. If rescue fails, you are both doomed to become spirit slaves of Magister the Castle Master, who waits to steal your souls!

Decipher the clues, open the drawbridge, maintain your strength against each and every guardian spirit. Three potions, ten keys and a plague of hazards may be encountered as you trespass behind locked doors, explore secret tunnels, descend into caverns or stumble upon treasure and terror. But should you fail ... fear is forever!

### THE CRYPT - CASTLE MASTER II

*I*mprisoned in this horror crypt  
Your dignity and freedom stripped  
By Magister the Castle Master  
Try snatching victory from disaster

<i>While once your twin was captive made</i>	<i>Now poltergeists make dead things dance</i>
<i>Now you yourself with nerve-ends frayed</i>	<i>With flying rock and chairs that prance</i>
<i>For if you lose this struggle you</i>	<i>Will you escape to freedom or</i>
<i>Become an enslaved spirit too!</i>	<i>Fester here for evermore.....</i>

### ACKNOWLEDGEMENTS

CASTLE MASTER and THE CRYPT featuring **TERESCAPE®**

Developed by Incentive Software - a subsidiary of New Dimension International Ltd.

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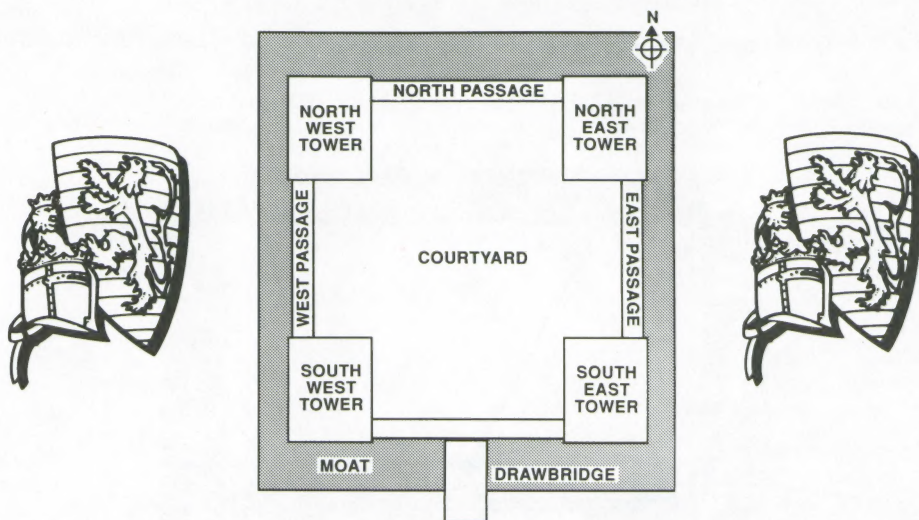
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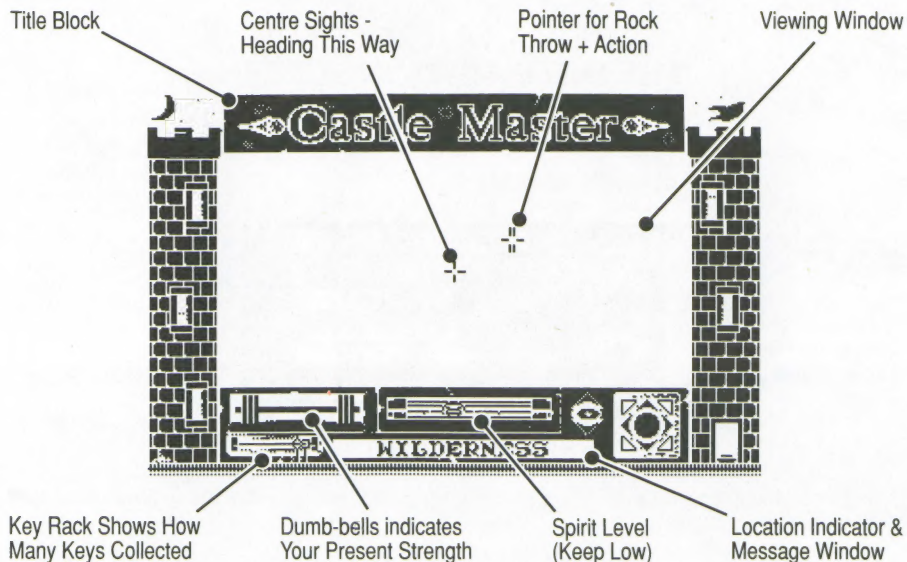
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# CASTLE ETERNITY BASIC LAYOUT

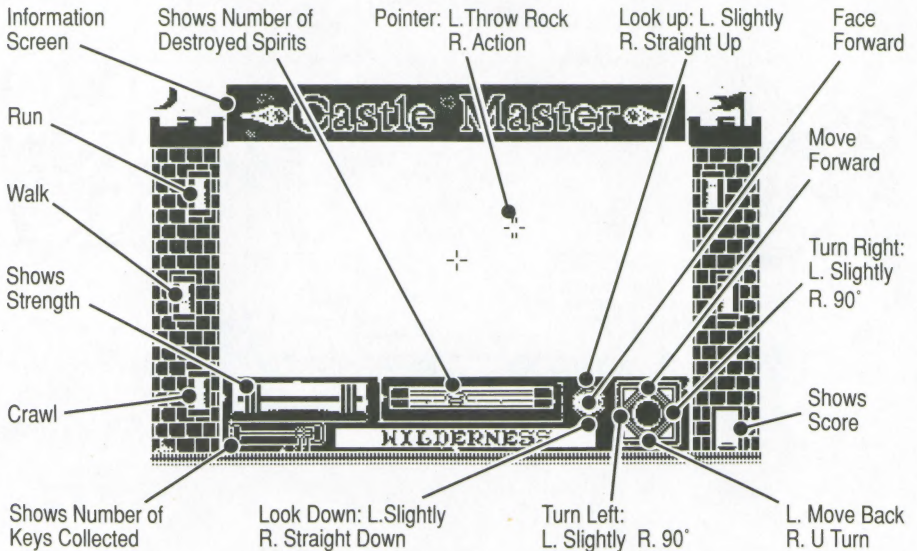


## SCREEN INFORMATION

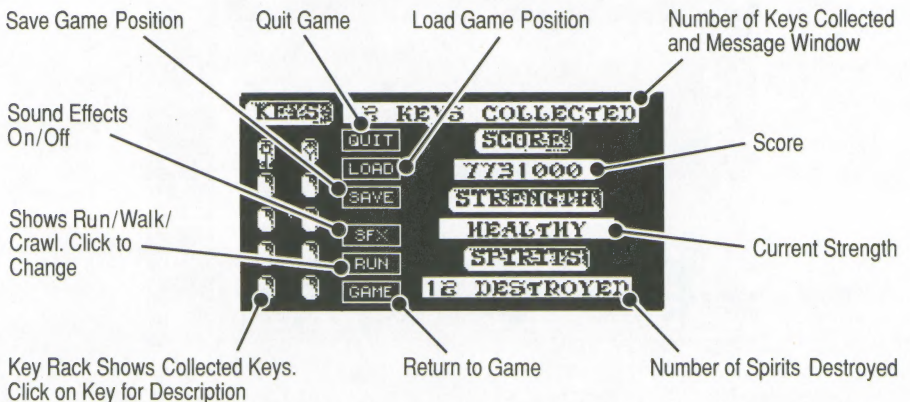


## MOUSE CONTROLS (AMIGA, ATARI ST & IBM PC ONLY)

Either mouse button to operate function - unless specified L(Left) or R(Right)



## MOUSE CONTROLS FOR THE INFORMATION SCREEN





## AMIGA

### LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**CASTLE MASTER** - Place the disk, text upwards, in drive DF0: and reset your computer. Select CASTLE MASTER from the menu by pressing key 1. CASTLE MASTER will now load and run automatically. \*Leave the disk in the drive at all times during play since it will be required should you wish to save or load your game position.

**THE CRYPT** - Place the disk, text upwards, in drive DF0: and reset your computer. Select THE CRYPT from the menu by pressing key 2. THE CRYPT will now load and run automatically. \*Leave the disk in the drive at all times during play since it will be required should you wish to save or load your game position.

**MOUSE CONTROLS** - See page 4

### KEYBOARD CONTROLS

#### MOVEMENT

- |                    |  |
|--------------------|--|
| or  Move Forward   | U Turn   |
| or  Move Backwards | Throw rock   |
| or  Turn Left      | Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate) |
| or  Turn Right     |  |
- Pressing with or Turn left or right 90°.

#### OTHER CONTROLS

- |              |             |   |
|--------------|-------------|---|
| Look up      | Run         | Centre sights on/off                        |
| Look down    | Walk        | Score, Spirit, Key and Strength information |
| Face forward | Crawl       |   |
| Halt game    | Info screen |   |

Pressing with or Look straight up or down.

#### INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

- |                |       |  |
|----------------|-------|--|
| Save position* | Run   | to  Show key descriptions              |
| Load position* | Walk  | Sound effects/music (Loaded from disk) |
| Quit game      | Crawl |  |

Any other key to return to game.

**JOYSTICK** simulates keys, fire throws a rock. (Port 2)

# ATARI ST

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**CASTLE MASTER** - Place the CASTLE MASTER disk, text upwards, in drive A and reset your computer. CASTLE MASTER will now load and run automatically.

**THE CRYPT** - Place THE CRYPT disk, text upwards, in drive A and reset your computer. THE CRYPT will now load and run automatically.

**MOUSE CONTROLS** - See page 4

## KEYBOARD CONTROLS

### MOVEMENT

or Move Forward

U Turn

or Move Backwards

Throw rock

or Turn Left

Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

or Turn Right

Pressing with or Turn left or right 90°.

### OTHER CONTROLS

Look up

Run

Centre sights on/off

Look down

Walk

Score, Spirit, Key and Strength information

Face forward

Crawl

Halt game

Info screen

Pressing with or Look straight up or down.

### INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

Save position

Run

to Show key descriptions

Load position

Walk

Sound effects on/off

Quit game

Crawl

Any other key to return to game.

**JOYSTICK** simulates keys - Action. (Port 1)



# IBM PC AND COMPATIBLES

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**CASTLE MASTER** - Boot up from DOS (V2.0 or later), then insert disk in drive A. Type **CASTLE**, then press return. Select which graphics adapter you have (CGA, EGA, Tandy or Hercules) from the menu, and change disks if requested.

**THE CRYPT** - Follow the instructions as above, but using **THE CRYPT** disk(s).


### MOUSE CONTROLS - See page 4

To use a mouse you must have a Microsoft compatible mouse driver installed before you start the game. Instructions for doing this will be included with your mouse.

### KEYBOARD CONTROLS

#### MOVEMENT


 or  Move Forward


 U Turn

 or  Move Backwards

 or Keypad  Throw rock

 or  Turn Left



 Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)



 or  Turn Right



Pressing  with  or  Turn left or right 90° (on number pad)

 toggles between movement and pointer modes...

 or  Move pointer up


 or  Move pointer left

 or  Move pointer down

 or  Move pointer right


#### OTHER CONTROLS

 Look up


 Run

 +  Escape from game


 Look down

 Walk


 +  or  Look straight up or down

 Face forward

 Crawl


 Info screen

 Centre sights on/off


 Score, Spirit, Key and Strength information

#### INFORMATION SCREEN


Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.


 Save position

 Run


 to  Show key descriptions

 Load position





 Walk

 Sound effects on/off

 Quit game

 Crawl

Any other key to return to game.

**JOYSTICK** simulates     keys, fire throws a rock.

# SPECTRUM

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - If you have a Spectrum 128, +2 or +3, select 48K mode. Insert tape into tape recorder and rewind to the start of side 1. Type LOAD"" and press the ENTER key. Now press PLAY on the tape recorder.

**THE CRYPT** - Follow the instructions as for CASTLE MASTER, but rewind to the start of side 2.


## KEYBOARD CONTROLS

### MOVEMENT


 or  Move Forward


 U Turn

 or  Move Backwards


 Throw rock



 or  Turn Left


 Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)



 or  Turn Right



Pressing Symbol  with  or  Turn left or right 90°.

 toggles between movement and pointer modes...

 or  Move pointer up

 or  Move pointer left


 or  Move pointer down


 or  Move pointer right

### OTHER CONTROLS


 Look up


 Run

 Centre sights on/off

 Look down

 Walk

 Info screen


 Face forward


 Crawl

Pressing Symbol  with  or  Look straight up or down

### INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.





 Save position

 Load position

 Quit game

 Show descriptions of keys collected

Any other key to return to game.

JOYSTICK simulates     keys, fire throws a rock.



# AMSTRAD CPC

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder and rewind to the start of side 1. If you have a disk drive, type |TAPE, then enter (the | character is SHIFT and @ at the same time). Press the CTRL and small ENTER keys together and then press PLAY on the tape recorder followed by any key.

**THE CRYPT** - Follow the above instructions, except rewind to the start of side 2.

**DISK CASTLE MASTER** - Reset the computer as for tape loading, insert the disk, text upwards, into the disk drive and type RUN "DISC", then the ENTER key.

**THE CRYPT** - Reset the computer as for tape loading, insert the disk, text upwards, into the disk drive and type RUN "DISC2", then the ENTER key.

## KEYBOARD CONTROLS

### MOVEMENT

**↑** or **O** Move Forward

**U** U Turn

**↓** or **K** Move Backwards

**COPY** or **Ø** Throw rock

**←** or **Z** Turn Left

**A** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

**→** or **X** Turn Right

Pressing **SHIFT** with **←** or **→** Turn left or right 90°.

**SPACE** toggles between movement and pointer modes...

**↑** or **O** Move pointer up

**←** or **Z** Move pointer left

**↓** or **K** Move pointer down

**→** or **X** Move pointer right

### OTHER CONTROLS

**P** Look up

**R** Run

**+** Centre sights on/off

**L** Look down

**W** Walk

**I** Info screen

**F** Face forward

**C** Crawl

**SHIFT** + **P** or **L** Look straight up or down

### INFORMATION SCREEN **I**

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

**S** Save position

**L** Load position

**Q** Quit game

**K** Show descriptions of keys collected

Any other key to return to game.

**JOYSTICK** simulates **←** **↑** **↓** **→** keys, fire throws a rock.



## COMMODORE 64

### LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - Insert tape into tape recorder and rewind to the start of side 1. Press SHIFT and RUN/STOP at the same time. Now press PLAY on the recorder.

**THE CRYPT** - Follow the instructions as for CASTLE MASTER, but rewind to the start of side 2.

**DISK CASTLE MASTER** - Insert disk, text upwards, into drive. Type LOAD "\*", 8,1 and press RETURN. Select CASTLE MASTER from the menu by pressing key 1.

**THE CRYPT** - Insert disk, text upwards, into drive. Type LOAD "\*", 8,1 and press RETURN. Select THE CRYPT from the menu by pressing key 2.

### KEYBOARD CONTROLS

#### MOVEMENT

or Move Forward  
Hold both down for double distance

U Turn

Move Backwards

Throw rock

Turn Left

Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

Turn Right

Pressing the COMMODORE key with or Turn left or right 90°.

toggles between movement and pointer modes...

Move pointer up

Move pointer left

Move pointer down

Move pointer right

#### OTHER CONTROLS

Look up

Run

Centre sights on/off

Look down

Walk

Info screen

Face forward

Crawl

Pressing the COMMODORE key with or Look straight up or down

#### INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

Save position

Quit game

Music or Sound effects

Show descriptions of keys collected

Load position

Any other key to return to game.

JOYSTICK simulates keys, fire throws a rock. (Port 2)

# Castle Master

by  
Mel Croucher

## DRAW CLOSER FRIEND

*Draw closer friend and harken  
Take hold my outreached claw  
Now anvil clouds do darken  
Now bilious winds do roar*

*Take shelter 'neath my garment  
Don't wrinkle up your nose  
Assuming there's some harm meant  
Within my apeskin clothes*

*What's this? You wince and struggle  
You wish to shake me free?  
Draw close, my dear, and snuggle  
I'll hold you next to me*

*And let me lisp a story  
A saga, from beyond  
The reckoning of wormbrains.  
I'm not hurting you ... I'm fond!*

*Dare not to turn your sneer aside  
I hold no portal yawning wide  
For sibling scum  
With dribbling gum  
Don't struggle, I'm your Guide*

*And you, you are a player in something more than real  
And I'm the great waylayer with every card to deal  
Oh pardon, gentle person  
Did I just break your skin?  
Then stop your stupid wriggling  
Let me confess your sin*

*I must insist to hush your voice  
Within my cloak, you have no choice  
It hurts you more than I, young pest  
This is no fantasy-game quest  
Within illuminated screens  
Real life reduced to magnet screams  
Stitched onto tape, slipped into disc  
Don't move your head, I must insist  
And if you do I'll break your wrist*

*Imbecile! Hold still  
Mortal! I shall test your will  
Watergut! Turn your face towards that hill  
Sweetness! Calm yourself e'er you fall ill*

*Don't fret, my pet, I won't forget to introduce myself before  
I've fully told you of myself, you cannot shrug my iron claw  
From your bejewelled hosiery  
And all these gaudy clothes I see*

*You shall stay and learn a trick  
Or two, greenface, now feeling sick  
I'll make you feel much sicker yet  
Heed ev'ry word and don't forget  
And don't forgive and don't get wet*

*My name? Not now! it starts with M  
Not Merlin, Mel or Male or Fem  
Not Micky, Mao, select another  
Not Mantovani, Mud or Mother  
My title flashes into view  
Before I've tolled my tail to you  
I'm thirteen thousand years today  
You are my birthday present, play!  
And if you want to call me, cur  
'Tis best you call me softly "Sir"*

*Now cast ills caste o'er Castle bridge  
I'll speak of what's behind that ridge  
Behind before bestride bedpanned  
Bejasus betamax bedamned  
Bedevilled beebeecree beknighted  
Be still become bewitched befrighted  
Be! Bop Alulah, What? Insane?  
Not I, who causes you this pain*



*I invented you, dear speck  
A challenge to mine intellect,  
Endowed with human strength and reason  
Capable of ev'ry treason*

*Peek and poke and look to see  
Now tremble 'fore this historie...*

## HISTORIE

*Before men learned to scribble and to lie  
Before the likes of you spoke words like princess, pig and pie  
When gods lived not in tawdry chapels, but thunderfooted rode the sky  
When sabre-tooth made take-away of man, when I  
Was young*

*Then earth and fire and air and watery rage  
Then tree and flesh and stone did understand  
And know the law of Magister, shaman and sage  
Lord of the Old Time, ruler over beast and man*

*See where all lines of natural power fuse upon yon hill  
Where the wars of heaven become captive to the will  
Of He who mastered time itself and 'slaved it for eternity  
There did Magister dwell supreme, none powerful as He  
And then as now did storms express His majesty  
And summon all to submit homage at His knee  
The rat, the bat, the ghost and poison'd bumbly-bee*

*But there was one such creature who made to turn away from Him  
To blob and daub its skin with dye, to dress in cloth instead of skin  
To count to ten and dance and preen and cook  
With fire, and worst of all to scratch the rune that would one day  
be the book*

*This creature took on faffing airs and graces  
And grew a leery sneer upon its faces  
It thought itself superior to bear and bug and all things wild  
This creature was a man and woman grown from child  
The puffed-up braggart misbehaved  
And Master's creatures then enslaved  
Forgetting natural Old Time Law  
Without respect for that which went before*

*And seasons passed until the years  
Became an age that disappeared  
Then ice-cap crept and kissed the lip  
Of wilderness from toe to tip  
And all the while Magister watched  
Amused as human schemes were botched*

*They came and went, the stupid tribes  
Whose leaders, warlords, chiefs and scribes  
Flapped banners daft as moths in flame  
Beneath which they did squat, for shame!  
The hunters, fishers, farmers, vermin more or less, wild raiders too  
The redhair yowzah yellowed tress, the black beard and the shaven blue  
And each pathetic nursery band did occupy this hill in turn  
Believing themselves eternal until diseased, drowned or burned*

*First mining dwarves came from the West  
All ratface glowerglum barrel chest  
To dig their shelters in that sloping side  
But never deep enough to bore and scrape and excavate  
Where Magister the Master of the hill did hide...  
Are you still wrestling, young maggot? Kindly wait*

*Then lowlanders from fen and bog  
With reed and weed and snot and log  
Did build a puny sticky twiglet of a town  
'Til fury's storm blew their erections and protections down*

*Next raiders from the North drove home  
Through hillskin, moleskin, earth and stone  
A circled camp of sharpened stakes  
They even built a boating lake  
A hurley pitch and chariot park  
But one moon shortly after dark  
Magister quaked the earth somewhat  
And crumbled up the noxious lot*

*Halt! You dare to make to flee  
And leave this vital historie  
Then must I weld you on to me  
Before Castle Eternity*

*Damn your fatted addled head  
You've gone and made me lose my thread  
Was it Nazi bombers next  
Plague rockets loosed from below-decks  
Or are such trifles yet to be  
We've done the dwarves now let me see*

*Ah yes, about a thousand years before  
The last believers came ashore  
And made a blockstone circle site  
In homage to Magister's might  
Where leylines crackled magic flux  
That 'tranced the wolves and frit the ducks*

*These gentle folk of druid ilk  
Ground up their corn, churned up their milk  
And sat around to talk and think  
Until they all became extinct*

*Then Romans conquered here, my dear,  
drained the bogs and drove away their memories  
And stayed upon that hill three hundred year,  
with dogs and poxy gods and fleas  
Upon its crest they raised a home  
A palace built of mud and stone  
For some new warlord chief of men  
Who messed the whole lot up again  
And as their empire fell to bits  
The Saxons boiled their heads on spits*

*The Old Time broke though fierce again  
And men were tamed through fear and pain  
With sacrifices burned inside  
The ruined walls of Roman pride*

*Great Magister slept long and deep  
Inside the hill below the keep  
The storms that once ate through the sky  
Did soothe and calm and fade and die*



*The centuries slipped by once more  
And Normans occupied the shore  
Their architects staked out this site  
And ignorant of dormant might  
They split the hill from crown to base  
Then cut a moat around the place  
Now listen well and shut your face...*

*They drove foundations at its heart  
Dressed up their rocks and made their start  
To raise that castle's earthly powers  
With riddled rooms and four great towers  
A courtyard with a stable shed  
Where warhorses were bed and fed*

*The Normans made a smithy true  
And workshop for the sawyer too  
And kitchen for the cooks to scoff  
With hospice when the food was off  
Five hundred years in peace and quiet  
With just the odd war, plague and riot*

*Now then the fools became ambitious  
And one such who was overvicious  
Decreed five caverns to be found  
From living rock deep underground  
With tunnels hewn from living rocks  
And ten great keys for ten great locks  
In ten great doors from room to room  
That were secreted in the gloom  
The cunning engineers devised  
Strange stairways that could fall and rise  
But having passed one way they learned  
To block the passage of return*

*But such disturbance did they make  
That Magister had cause to wake  
From deepest sleep of centuries  
And he was somewhat less than pleased  
To find his chosen place cut through  
With cave and tunnel dug anew*

Yet he was more than vexed to find  
That in the intervening time  
Of slumbering to such great length  
His godly powers had lost their strength  
And cursing ranting raving on  
His magic too was almost gone

Where had it gone, his former might?  
In truth, it never left the site  
Because it was a mystic place  
It drained of him from toe to face  
Until there was but one last trace  
Superior to human race

Where had it gone, Magister's power?  
In truth, it seeped into each tower  
In every chamber, every cave  
In tunnel, funnel, arch and nave  
The stones themselves had sucked it in  
Until the castle mastered him

And worse than this, while he had slept  
Mankind's intelligence had leapt  
To heights that he could scarce conceive  
To depths that he could scarce believe

What had once seemed some great magic  
Was now a simple chemist's trick  
And even thunderclaps were made  
By gunpowder and cannonade  
The secrets of the stars were wrenched  
By telescope and science bench  
But what caused the most misery  
Was disrespect for wizardry

Then Magister crawled on all fours  
Up through the ground and out of doors  
Into the wilderness outside  
The castle walls and he did hide  
Inside a ragged wooden hut  
From whence to plot his comeback but  
The people in the castle laughed  
At Magister and called him daft  
And called him wizard and buffoon  
And threw old fishguts at the loon

*Even little infants teased  
And pulled his hair and kicked his knees  
And sent their dogs to wet his shoes  
And made him stand at backs of queues*

*The wizard's hut became his lair  
And Magister awaited there  
To build his strength and body too  
And practice ways to make anew  
His former power o'er man and beast  
He also brewed some beer with yeast  
Which is irrelevant but shows  
He had a human tongue and nose  
Attention! Or I'll crunch your toes*

*He took the leaf and mushroom cap  
From stunted tree he squeezed the sap  
And then with secret oils he brewed  
Those potions which himself renewed*

*But still the yokels thought him weird  
And spat his face and tugged his beard  
The children that were tall enough  
Covered his hood with sticky stuff  
The babies puked when he passed by  
The sparrows aimed into his eye  
The priest declared he was insane  
The baker tripped him in the drain  
The baker's wife crow'd at his smell  
Her daughter threw him down the well*

*From whence Magister rubbed his bones  
And muttered spells in Old Time tones  
And hatched his retribution plot  
By which he would expunge the lot  
Thus underground where water lapped  
With energy from leylines tapped  
He ruminated water schemes  
By which to conjour up his dreams  
Revenge is sweet but poison's sour  
And so he plucked the cavern flower  
With which to brew one final flask  
And steal the human souls at last*



*Next morn the king woke and tossed off his blanket  
And declared an outrageous and disgusting banquet  
To celebrate nothing whatsoever and at all  
He needed no excuse to throw himself a ball*

*Then heralds climbed the four tall towers  
Screamed invitations for four hours  
To South and North and West and East  
That all should come attend the feast  
All, that is, except the fool  
Who festered in the water pool  
The wizard remained uninvited  
The king and queen remained delighted*

*That night the minstrels raised a din  
The yokels danced the servants grinned  
The great hall's floor with silk was paved  
The knights in armour danced and raved*

*And as the midnight bell was chimed  
And as the drinkers went near blind  
And torches gutted on the walls  
And horses whinnied in the stalls  
The centrepiece of revelrie  
Was borne aloft o'er sagging knee  
There came a giant roasted ox  
So big the king climbed on a box  
In order to be tall enough  
To raise his sword and split the stuff  
From crotch to chin of the great beast  
And loose the contents of the feast*

*The castle folk could hardly wait  
Such gossip they'd anticipate  
The kitchen maids had told of how  
Inside this dripping steaming cow  
One dozen sheep were stuffed inside  
And within every sheepish hide  
A dozen piglets waited there  
Each one itself filled with a hare  
Inside of which a duck was laid  
Filled by a compressed bird parade  
Each tiny fowl stuffed with a fish  
Each fish itself a complex dish  
Containing twenty garlic snails  
Wrapped round a score of mouses' tails*

*The king's sword fell and split the ox apart  
The celebrating crowd rushed forward to its heart  
Hot grease and gas and meat exploded out  
All mouths grinned wide and inhaled breath to shout  
But even as the yell escapes their lips  
But even as the roar the ceiling rips  
It chokes and stifles and turns to screams  
As from the oxenbelly their worst dreams  
Emerge. The uninvited guest stood obscene there  
With thunder in his voice and lightning in his hair  
With eyes as cold and strong as in Old Times  
Magister rose from reeking ox intestines*

*Then every soul from king to stable lad  
Did cower and moan before the eyes of mad  
Magister*

## THE CASTLE MASTER

*Yet death was not to be their fate  
Because such was his depth of hate  
That Magister made each soul weep  
To hear that they would fall asleep  
Drugged by the brew that was consumed  
And when they woke they would be doomed  
Transformed as spirits yet unswerving  
Loyalty to bid his serving  
Taking on the form of beasts  
Gone was the rule of kings and priests  
Henceforth Castle Eternity  
Shall have one Castle Master, He!*

*And so it was, the stricken crowd  
Collapsed in deepdrug coma's shroud  
And while they tumbled through their sleep  
Their nightmares spouted tears to weep  
The horrors that they dreamed became  
Real horrors of another name  
As shapes did change and horns did sprout  
And skin grew scales and tails popped out  
And fangs and fur and leather wings  
As well as quite disgusting things  
From nobles and from common knaves  
Transformed into Magister's slaves*

*At last a fortress worthy of his name  
From whence to tame man's willful spirit once again  
Magister stretched his sphere and pulsed his brain  
Then woke the rested storms to rise and aim and maim*

*But now the souls of common muck were not enough  
As Castle Master longed for extraordinary stuff  
Nothing less than royalty would do  
Which brings us here at length and last to you*

*And so, my pet, lest we forget  
Why you have wandered far and wide  
I shall now let go of your throat  
And you can honestly confide  
By whispering into my ear  
The circumstance that brought you here*

*Why have you come? What do you seek?  
Why are your arms and legs so weak?  
What's that you say, you seek your twin?  
Your royal sibling rots within  
Imprisoned in one tower of four  
Full banged to wrongs behind locked door*



*This story too I know fulwell  
Lend me your ear and let me tell  
Of how your mirror image came  
One year ago across this plain  
To shelter in the forest glade  
Where that twin was a captive made*

*And in the teeth of blasted gale  
Half froze to death outside the pale  
Was summoned by Magister's call  
And frogmarched there behind the wall  
Where Castle Master's spirits dwell  
Right up the pole left down the well*

*No sooner was this twin inside  
Then castled spirits ceased to hide  
They raised the drawbridge, locked the doors  
They screamed through walls they burst through floors  
They snapped with fangs and wiggled claws  
Until their captive messed its drawers*

*The Castle Master then declared  
This pris'ner would only be spared  
If before one year was through  
Another came, and this means you  
To free the contents of the tower  
And wrestle with Magister's power  
Else both twins become spirits too  
Turned into stoats or pots of glue*

*You will be let free from my hand  
As soon as you can understand  
That there are some simple rules  
Designed to sort the wise from fools  
In fact before you can begin  
You must decide how to get in  
And judge your way in depth and length  
As well as ways to boost your strength  
Use your ears and use your brain  
And use your eyes for clues to gain*

*And if the ground begins to shake  
It means a spirit is awake  
Yet there will be no liberty  
While one such ghoulie remains free*

*Enough! The time for talking's done  
Your greatest challenge has begun  
So now as my claw sets you free  
I'll tell you my identity*

*Think you still I am insane?  
My story of your twinsel's pain  
The Castle Master all to blame?  
God's teeth! MAGISTER is my name!*

## HINTS AND TIPS

### GETTING STARTED

1. A well aimed rock will bring the drawbridge down.
2. Examine the hanging pictures to study the clues.
3. Spirits can be exorcised by some accurate rock throwing.
4. Making a map of your progress will aid orientation.
5. It is best to walk within enclosed chambers and to run when outside or in corridors.
6. Eating food will boost your strength.

### GENERAL HINTS

1. Examine locked doors for more information.
2. Alas, you cannot swim.
3. The remaining spirits' power increases all the time. You will be over-powered if the spirit level reaches maximum.
4. Examine the keys you collect.
5. Collecting treasure will boost your score.
6. Crawl to look under things.
7. Look out for the Magic Potions.

### TARGETS FOR ADVANCED PLAYERS

1. First day target 1,000,000 points.
2. Complete the game!
3. Complete the game playing the alternative character.
4. Go for maximum score ( at least 7,500,000 points ).

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